

YOU HAVE 6 HOURS TO SAVE THE EARTH

PROG 449
21 DEC 85

IN ORBIT
EVERY
MONDAY

£1.80 Malaysia
70c Australia
70c New Zealand
68c Germany
210p France
60p Italy
10p Austria
110p Spain
3p Portugal
425p Japan

24p
EARTH
MONEY

2000 AD

FEATURING JUDGE DREDD



THE
COUNT
-DOWN
BEGINS!

NERVE CENTRE

BORAG THUNGG, EARTHLETS.

I bring scroting news for you of the latest developments in the world of thrill-power. This week's prog sees the circuit-shattering climax to my *Rogue Trooper* tale, guaranteed to leave you bellowing for more. Next week's prog celebrates your festive season with a tasteless *D. R. & Quinch* wraparound cover, a selection of unique Xmas Carols, and a mind-numbing 14-page *Judge Dredd* special! And the prog after that – the first of the New Year – introduces Book 3 of *The Ballad of Halo Jones*, as well as the surprising return of a certain tucker trucker. You can relax now, Terrans – your future is in zarjaz hands!

SPLUNDIG VUR THRIGG!

THARG

Drawn by Earthlet Kon Heristanidis, Victoria, Australia. £10 Winner.



THE WARPED
BETELGEUSIAN

DREDD'S DARK SECRET!



Drawn by Earthlet P. Clarke, Wigan.
£10 Winner.

WORDS AND PICTURES?

Dear Tharg,

How many Books of *Nemesis* and *Halo Jones* will there be? I think both stories are great, but I'm worried that the saga of the warlock seems to be running out. By the way, in which prog did "Block Mania" start?

P.S. If both my picture and letter were to appear, would this be a first?

From Earthlet Chris Hannant, Aylesbury. £5 Winner.

There will be hundreds of Books of *Nemesis* and *Halo Jones*, both stories are indeed great, the adventures of the warlock are in no danger of running out, and "Block Mania" can be found in Progs 236 – 244.

P.S. If they had, yes, it would.

HOLD THE HOTSHOT!

Dear Tharg,

I've been reading 2000 AD since Prog 1, and I feel you should give yourself several Rigelian Hotshots for killing off one of the comic's biggest heroes, *Ace Garp*. He was one of the best, so bring him back!

P.S. It's still the best comic.

From annoyed Earthlet Gary Herron, Yeovil. £5 Winner.

When I tell you that the Barp from Parp returns in Prog 451, I'm sure you'll understand why a Rigelian Hotshot is currently on its way to Somerset.

P.S. Okay, I've cancelled the Hotshot.

AN OXFORD LAB. TECH. WRITES

Dear Tharg,

I've been hooked on the escapades of *Halo Jones* since I read Book 2. I've managed to read the first series, being a sorrowful latecomer to your comic, but I would like to know if Titan are going to do Ian Gibson's artwork justice by producing the whole saga in book form. I was over the moon when you informed us that an extra-length *Halo Jones* Book 3 was soon to hit the pages of 2000 AD!

P.S. I'm a laboratory technician for Oxford University, but don't tell everybody.

From Earthlet Paul Mitchell, Oxford. £5 Winner.

If enough Earthlets demand it from them, Titan might well produce a *Halo Jones* book – and when you all see how zarjaz her next epic is, that is probably just what you'll demand!

P.S. Understood, Paul. You can rely on me – and all the other 2000 AD readers.

CRUEL BUT CLASSIC

Dear Tharg,

The Blitzspear, Seth, is my favourite character in 2000 AD, although I know very little about him. Could you print a profile of him, telling us where he's from, and what exactly he is? I would be most grateful, as he is such an intriguing creature!

P.S. The greatest lines in comic history appeared in Prog 441 – "I'm going to blow up the world, Daddy!" "Good idea, son. I'll give you a hand!" Classic writing!

From Earthlet Guy Cracknell, Croydon. £5 Winner.

A profile of Seth appears in my 1983 2000 AD Annual, but I shall consider programming another one when *Nemesis* returns next year.

P.S. I agree.

VOTE HERE!

Each week Tharg displays your drawings and letters on his Nerve Centre. There are big cash prizes for every entry published, so write to him now! The address is: THARG'S NERVE CENTRE, COMMAND MODULE 2018, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.

List your three favourite stories
IN THIS PROG on the coupon and
enclose it with your entry.

1.
2.
3.

I Dislike:

My Age is **449**

Strontium Dog

MUTANT BOUNTYHUNTER JOHNNY ALPHA HAS BEEN SENT BACK TO THE VIKING AGE TO TRACK DOWN MAX BUBBA AND HIS MUTIE GANG — WHOSE PRESENCE IN THE PAST THREATENS TO CREATE TIME DISTORTIONS THAT WILL WIPE OUT ALL HISTORY!

NOW, IN THE VILLAGE OF NORSTAD —

THEY SAY THAT IN THE FINAL DAYS — THE TIME OF RAGNAROK — THERE WILL BE THREE YEARS OF WINTER AND THREE YEARS OF WAR!



IF THE RUMOURS FROM THE NORTH ARE TRUE, THEN RAGNAROK COULD BE BEGINNING!

JA, SVEN, I HAVE HEARD THE SEAS RUN RED — AND GREAT CHASMS OPEN IN THE MOUNTAINS TO SPEW FORTH GOBLINS AND DEMONS!



2000AD
Credit Card:
SCRIPTS: ROBERT ALAN GRANT
ART: NEWMITT
C. EZQUERRA
LETTERING: NEWMITT
KID ROBSON
COMPU: 73e



I DO NOT KNOW IF THE
MEN JOHNNY WEIRD-EYES
SEEKS ARE THE ONES WHO
CAUSE THESE STRANGE
HAPPENINGS, BUT I TELL
YOU ONE THING—IT
SOUNDS LIKE A DAMNED
FINE ADVENTURE TO ME!



YOU CAN COUNT ON
WULF STERNHAMMER,
JOHNNY WEIRD-EYES.
I WILL COME WITH YOU!

JA!
ME,
TOO!

I WILL
DRINK TO
THAT!



IT LOOKS LIKE YOU
HAVE YOUR CREW!

NOW DRINK UP!
TONIGHT IS FOR
THE FEAST. WE
LEAVE AT
SUNRISE!



AND THE STOPA ECHOED WITH
LAUGHTER AND VIKING SONG
INTO THE EARLY HOURS —



NEXT MORNING —

OH! NOT TODAY,
JOHNNY WEIRD-EYES!
TODAY IS FOR THE
HANGOVER.

WE
LEAVE
IN THE
MORN-
ING!



EVERY DAY'S DELAY COULD
BE VITAL...BUT I NEED THESE
PEOPLE'S HELP. GUESS I HAVE
TO DO THINGS THEIR WAY.

MUTATED BY A RADIOACTIVE STRONTIUM SHOWER, JOHNNY'S EYES EMIT PIERCING ALPHA RAYS... THAT CAN STRIP AWAY THE LAYERS OF A MAN'S MIND!



WHAT HE SEES IN WULF STERNHAMMER IS A VULGAR, DRUNKEN ROGUE — BUT A GOOD MAN TO HAVE ON YOUR SIDE IN A FIGHT. A MAN WHO WILL NOT LIGHTLY BETRAY A TRUST.



THE YOUNG MUTANT KNOWS HE AND THIS NORDIC GIANT WILL FACE MANY PERILS TOGETHER. IT IS WELL TO KNOW WHAT KIND OF MAN YOU ARE STAKING YOUR LIFE ON.



OKAY, BIG FELLER. SLEEP IT OFF!

BY THE FOLLOWING MORNING THE LONGSHIP DRAGONBREATH IS LOADED AND READY —



A PLATFORM HAD BEEN CONSTRUCTED AT THE WATER'S EDGE, WHERE THE SPA-KONA... THE VILLAGE WITCH-WOMAN... CALLED UP THE OMENS FOR THE VOYAGE —

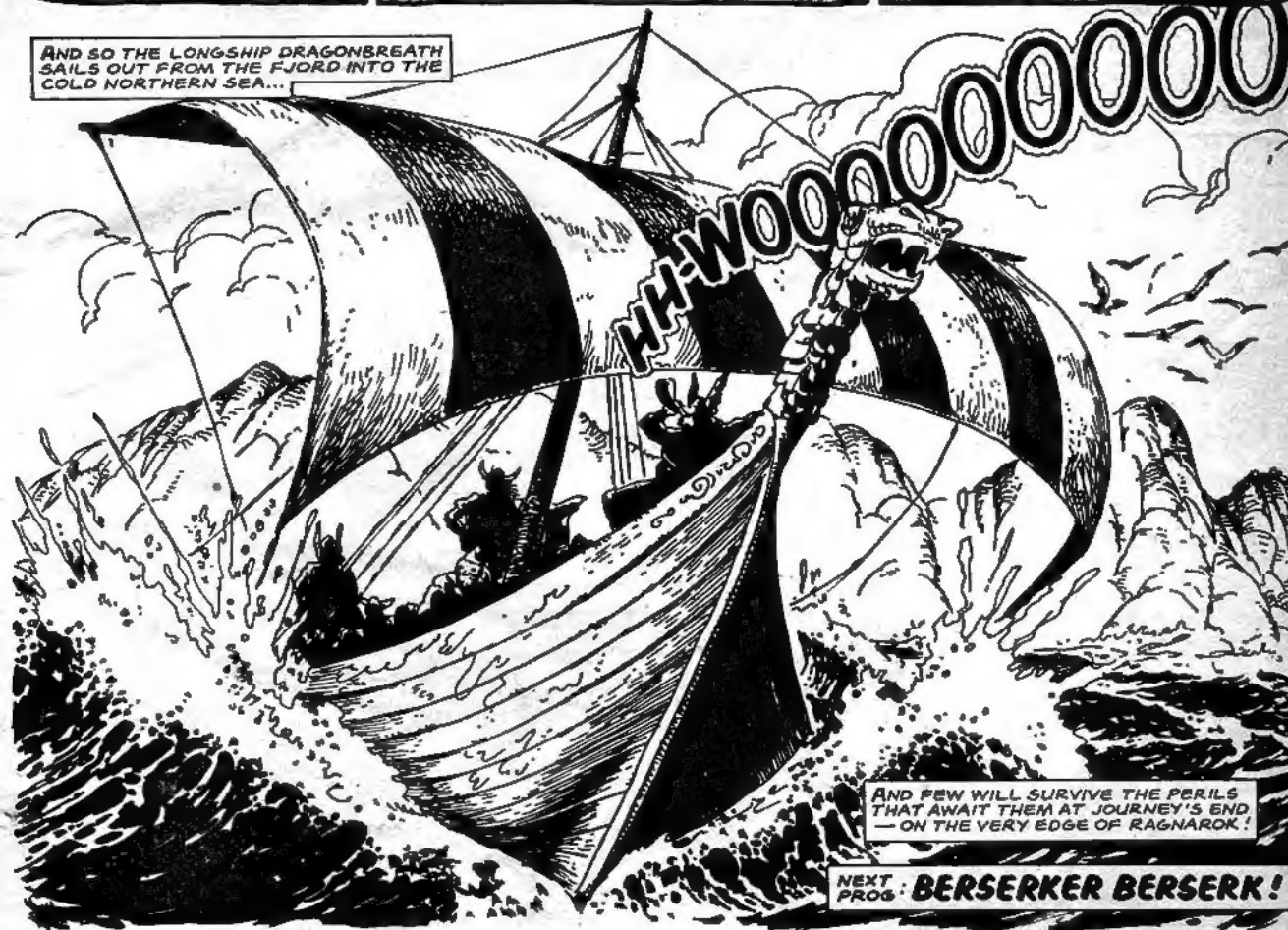


ODIN! ODIN HEAR ME!





AND SO THE LONGSHIP DRAGONBREATH SAILS OUT FROM THE FJORD INTO THE COLD NORTHERN SEA...



Slaine

WE ENTERED THE TOMB
THROUGH A SIDE DOOR...
INSIDE, IT WAS ICY COLD
AND THE BLACKNESS
SUFFOCATING IN ITS
INTENSITY...

AS WE LIT A TORCH, WE SAW
WE WERE IN A NARROW
CORRIDOR... IT'S SLIME-
COATED WALLS DRAPED WITH
VAST COBWEBS, UNDISTURBED
FOR CENTURIES.

EVERYTHING WAS
SILENT... APART FROM
THE DRIPPING OF
MOISTURE... THE
SCURRYING OF RATS...
AND ONE OTHER
GRUESOME SOUND...

GROANING!

IT'S
HIDEOUS!
WHAT IS
IT!

BOOK:
RAY BAKER
WILL
DAVID PERRY
ARTIST:
STEVE PORTER



IT'S ME. I KNEW I SHOULDN'T HAVE EATEN THAT RAT PIE! UUUH!

WELL, SUFFER IN SILENCE, DWARF!



THERE'S A HORRIBLE SMELL...

THAT'S NOT YOU AS WELL, UKKO?



LOOK, UKKO! I BET THAT ONE'S TASTY!

UUH! DON'T BE ROTTEN, NEST!



THAT'S THE ORGOTS... THEIR GUARD-ROOM IS AHEAD...



SSHH! WE MAY BE ABLE TO SLIP PAST UNOBSERVED...



AS WE CLEFT BY, WE GLANCED INSIDE...



THE FLOOR WAS COVERED IN FILTHY STRAW AND THE STENCH WAS UNBELIEVABLE...

FORTUNATELY, THE ORGOTS WERE BUSY AT THEIR FAVOURITE PAST-TIME... BANGING HEADS... FROM WHICH THEY DERIVED SOME STRANGE PLEASURE.

THEN AN ORGOT WENT TO
AN ADJOINING ROOM...

BARK!

AWWK!

IT WAS CLEAR FROM THEIR GRUNTS AND
SQUAWKS THAT THEY INTENDED TO EAT
THEIR PRISONER...

THEN THE GIRL
LOOKED ACROSS
AND SAW US...

GIYA!

SOOTH!
SHE'S
ALERTED
THE
ORGOTS!

WE MUST
HELP HER!

WE CANNOT LET
THE LIFE OF ONE SAVAGE
JEOPARDISE OUR MISSION!

LOCK THE
DOOR, SLAINE!

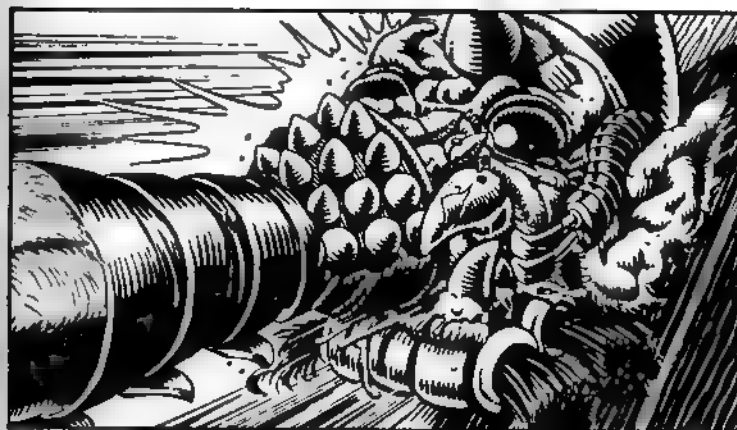
GIYA!
GIYA!

YOU CAN'T! IT'S
INHUMAN!

YOU FORGET.
I AM ONLY HALF
HUMAN...

...AND HALF
CYTHRON!





MEANWHILE... THE GIRL HAD REALISED (THOUGH NOT THE ORGOTS) THERE WAS ANOTHER WAY OUT... AND RAN FOR IT...



...PURSUED BY HER CAPTORS

WE COULD HEAR HER SCREAMS IN THE DARKNESS BEYOND...

GIYA!

IT SEEMS WE'RE NOT RID OF HER. SHE'S COMING TOWARDS US... WITH THE ORGOTS!

Next:
DIAMONDS,
RUBIES AND
EMERALDS!

ATHEMIS EXPLORER PART 3

Game: Pat Mills Art: Leach/Williams

LAST WEEK

YOUR WARP RATING:

(From Part Two)

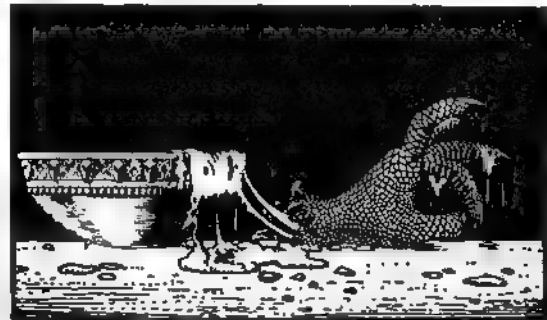
REFRESHMENTS

If YOU and your companions chose to eat...

A) The Bogie Broth, followed by Rat Pie...The rats were off and made Ukko horribly ill. Deduct 2 points from your warp rating.

B) Sick Soup, followed by side of Shoggey Beast...This was extremely nourishing. Add 4 points to your warp rating.

C) The Chef's Special - a pudding covered in slime. A scaley green hand leaps out of the pie and grabs you by the throat. It's some kind of weird experiment of the Cythrons that got in there by mistake. You wrench it away, but then it jumps round the room, attacking your companions, and behaving in a generally offensive way. You have to kill it. See COMBAT RULES. After that, you find you've lost your appetite. (Heh, Meh)



HAND'S WARP RATING : 3



THE TOMB

If you chose to enter through...

A) The great temple doors... You push open the doors and slip warily inside, your sword at the ready. The doors slam shut behind you. Nest raises the torch, but it only illuminates thirty feet of the vast echoing interior.

You venture slowly forward, ever on the look-out for traps. Around the walls you see sick paintings showing acts of hideous cruelty - acts so appalling, they shock even a hardened warrior like you. Grotesque gargoyles leer down at you, Nest clutches your arm nervously.

Suddenly, the foulest of the gargoyles comes jerkily to life and attacks you. See COMBAT RULES.

GARGOYLE'S WARP RATING : 9



If you kill it, you head through the temple and out into a corridor. Suddenly you see a girl running towards you, pursued by Orgots. Go to Time on the next page.

B) A side entrance...This was correct - see the story. Now you must deal with the problems arising THIS WEEK. Go to the next page.

C) The manhole at the front... You crawl along a dark, dripping pipe until you come to an inspection cover which you remove. You start to climb out into...The Orgots' guard room! You hastily retreat, but are pursued by one blood-crazed Orgot who you must kill. See COMBAT RULES.

ORGOT'S WARP RATING : 3

You wasted time here, so deduct ten minutes from your clock (See Part Two). Do this by shading in the first unit after '0'. You then decide to find another way in. Go to B) above.

LATECOMERS/COMBAT RULES

If you missed Part One, the rules for combat are given after this prog's Rogue Trooper adventure. If you missed Part Two as well, a complete summary of the rules is also given - so you can start this week!

THIS WEEK

TIME

Look up the time clock featured in Part Two. You must now keep a record of time passing. Whether you entered through the side door or the great temple doors, your adventures this week took ten minutes.

Deduct ten minutes from your clock. Do this by shading in the first available unit after '0'.

MAGIC

From now on, you may use magic to help you, where indicated... calling on Myrddin to work a suitable spell to destroy your enemies.

He will do so reluctantly, because you can't get something for nothing. Everytime magic is used for good, it will cause a shift in the macrocosmic balance in favour of evil...and help the Dark God *www.iam1.com*

The price for using magic, therefore, is *time*. Every spell will cost you between 30 minutes and an hour. You will have to deduct this amount from your clock. *So use magic sparingly.*

THE GIRL

At the end of the episode, a girl is running towards you pursued by Orgots...

Will you...

A) Mutter, 'She's not my problem' and head off into the tomb... leaving her to the Orgots' tender mercies? ☐

B) Pull her to safety. Then ask Myrddin to destroy the advancing Orgots with magic? ☐

C) Pull her to safety. Then use your keyser sword's warp-power to bring the ceiling down on the Orgots? ☐

Tick your choice. Find out next week if it was the right one and make a note of your final score in the box below.

YOUR FINAL WARP RATING : _____



NEXT PROG: YOU MEET THE FEATHERED FIEND!

JUDGE DREDD

WHEN EVENING
FALLS AND
SHADOWS
GATHER

DEEP POOLS
OF BLACKNESS
DRIFTING
THROUGH THE
ROCKCRETE
CANYONS OF
THE CITY

THAT'S WHEN
I COME OUT

BEN'S
BEEP

CREEPING
THROUGH
THE PETS
AND
ALLEYWAYS

... HUGGING THE
DARKNESS TO ME
LIKE A CLOAK

YOU'LL PASS
BY ME AND
NEVER SEE
ME

NEVER
EVEN DREAM
I'M THERE

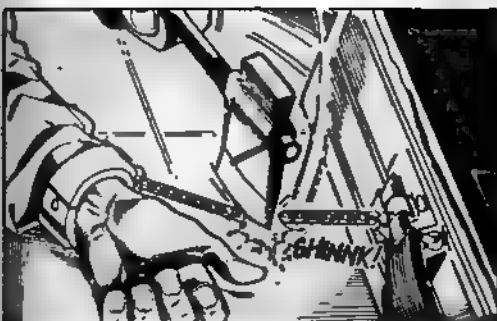




WATCHING
WAITING FOR
MY CHANCE



I AM THE LURKER... I HAUNT THE NIGHT.



WHEN THEY'VE GONE
WHEN ALL IS SILENT,
I KNOW IT TO TAKE
MY SPOILS...



I'M NOT BRAVE OR TOUGH I COULDN'T BRING
DOWN MY PREY ON NO— NOT ME.

I'M THE VULTURE... THE
SLY, BLINKING SCAVENGER
THAT FEEDS UPON THE
LEFTOVERS



THREE LOUSY
CREDS! MEASLY
SCUMBAGS! THEY
BOT HIS CASE,
DIDN'T NEED
HIS MONEY!

NAMAMAM



MY CASE.
T-TELL JUDGES—
T-TEN MILLION.
THROOOO



WHAT'D YA
SAY? TEN MILLION
CREDS?

COME ON!
SPEAK TO ME!



DAMN!
FLAKED!



TEN MILLION
CREDS! IF I COULD
GET MY MITTS
ON THAT...



THEY
CAN'T BE
FAR...

AND ONCE MORE THE SHADOWS SWALLOW ME,
MUFFLING MY MURRYING STEPS



CONTROL! GOT
A FRESH STIFF,
GOOBER STREET.
LOOKS LIKE HE
WAS CARRYING
A SECURITY BOX
CHAIN'S BEEN
CUT.

GET A FORENSIC
SQUAD DOWN HERE
I'M GOING TO TAKE
A LOOK AROUND

I LURK AMID THE
DARKNESS, WAITING

MY CHANCE MAY NEVER COME
BUT I'LL STILL WAIT PATIENCE
IS MY VIRTUE

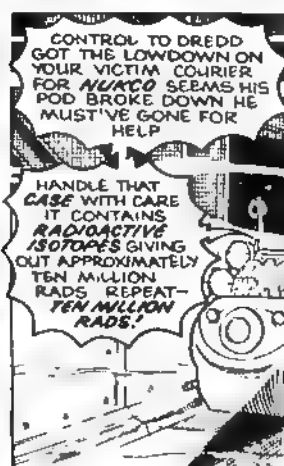
WHAT THE HELL
IS THIS THING
MADE OF!

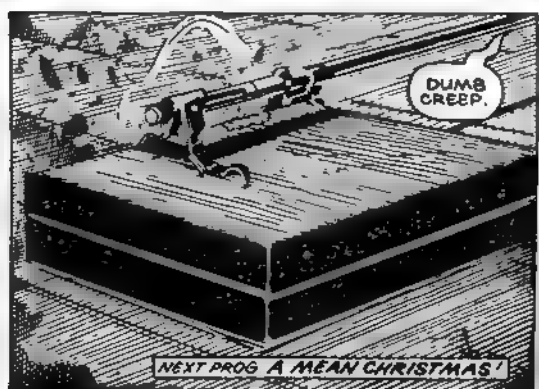
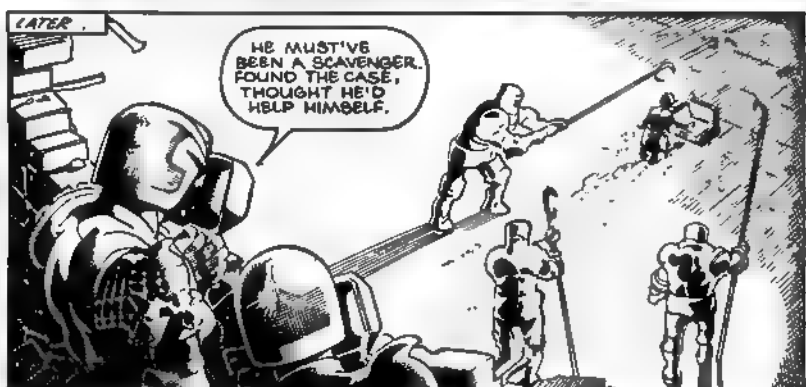
KRANGGGG!

KEEP IT DOWN!

WHO'S GONNA
HEAR US
OUT
HERE?







THRILL-POWER UNLIMITED!



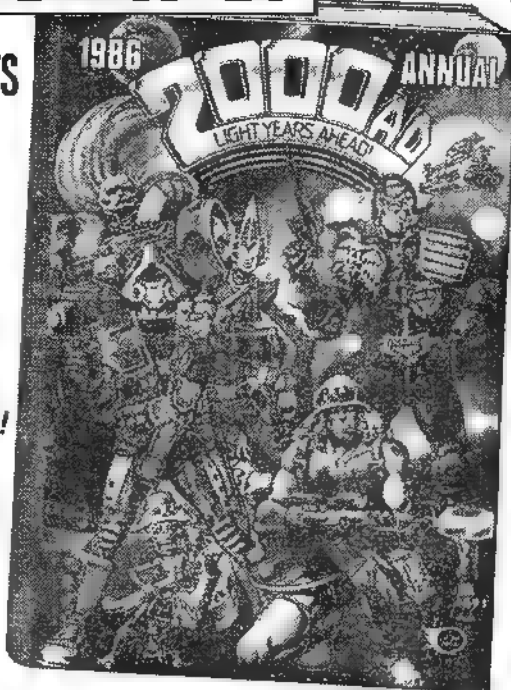
**BOOST YOUR CIRCUITS
WITH THARG'S
ZARJAZ ANNUALS!**

**PACKED WITH
EXPLOSIVE COLOUR
AND ACTION
STARRING FUTURE
HEROES IN
TOMORROW'S WORLDS!**

**JUDGE DREDD
ANNUAL 1986
£3.50**

**2000AD
ANNUAL 1986
£2.95**

**FOR A TRULY
COSMIC CHRISTMAS!**



ADVERTISEMENT

ODYSSEY

SCIENCE FICTION SPECIALISTS

**3 GREAT SHOPS IN THE NORTH OF ENGLAND STOCKING
JUDGE DREDD COMICS, T-SHIRTS, BOOKS, GAMES AND BADGES.**

**Not to mention Science Fiction Books, American Comics,
Film/TV Books, Magazines, Sound Tracks and Posters.**

MAGAZINE & POSTER CENTRE

**21 Hanging Ditch,
(Under the 'COPY' sign),
Corn Exchange Building,
Manchester.**

Tel: 061-832 7044

ODYSSEY 7

**University Precinct Centre
Oxford Road,
Manchester.**

**(Entrance opposite
John Brown Wheels).**

Tel: 061-273 6666

ODYSSEY

**Unit 6, Harrison Street,
Off Vicar Lane,
Leeds.**

**(Opp. West Yorkshire
Bus Station)**

Tel: 0532 426325



YOU WON'T BE DISAPPOINTED...

© 1986 JUDGE DREDD ANNUAL 1986
FROM AVANCE MAGAZINES STORE BRANCH

THE MYSTERIOUS ALIENS WHO MADE A HIT-AND-RUN RAID ON MULTI-COM, USING TELEPORT TECHNOLOGY, HAVE BEEN TRACKED ACROSS SPACE. NOW, A PURSUIT FORCE LED BY ROGUE TROOPER APPROACHES A FAMILIAR PLANET.

NU EARTH!
THIS IS WHERE
THE ALIENS'
TELEPORT
STATION IS
BASED!

2000AD
Credit Card:
SCRIPT ROBERT
GIMLEY-DAY
ART ROBERT
JOSE ORTIZ
LETTERING ROBERT
TONY JACOB
COMPU-73

THEY PLAN TO
TELEPORT BACK
TO THEIR OWN
GALAXY—THROUGH
NU EARTH'S
BLACK HOLE!

BUT THEY
CAN'T GO YET!
NOT UNTIL THAT
SPACE STORM
HAS BLOWN
OVER!

ROGUE TROOPER

AND THAT
GIVES US TIME
TO FIND THEM—
AND THEIR
PRISONERS!

BREAK IN
THE CHEM-
CLOUDS.
TROOPER.
DIRECTLY
OVER NU
ARABY

IT'S AS GOOD
A PLACE AS ANY
TO START OUR
SEARCH. TAKE
HER DOWN,
PILOT!

BUT THE CRAFT'S
ARRIVAL HAD NOT
GONE UNNOTICED.

THE ALIENS HAD
KIDNAPPED MULTI-
COM'S GENETIC
ENGINEERS, THE
SCIENTISTS WHO
COULD REGENE
ROGUE'S BIOCHIPPED
BUDDIES

PURSUIT
FORCE MAKING
PLANETFALL.

WE MUST
ENSURE THEIR
MISSION DOES
NOT SUCCEED!

LIKE THE REST OF THE WAR-TORN PLANET, MU ARABY WAS ONE VAST BATTLEGROUND—WREATHED IN CLOUDS OF POISONOUS GAS.

BUT NOW, AT THE FRONT, THERE WAS A LULL IN THE FIGHTING...

SOUTHER CRAFT COMING DOWN IN NO-MAN'S-LAND!

ROGUE'S PURSUIT FORCE WAS A MIXTURE OF NORTS AND SOUTHERS; SOLDIERS WHO HAD BEEN ATTENDING A PEACE TREATY SIGNING ON MILLI-COM.

REMEMBER! IT'S OUR JOB TO SPREAD NEWS OF THE PEACE TREATY, SO THAT BOTH SIDES CAN UNITE TO COMBAT THE NEW ENEMY!

ACH, BODIES ON THAT BIO-WIRE.

DON'T SOUND TOO SHOCKED, KASHAN. YOU'VE DONE YOUR SHARE OF KILLING!

ATTENTION YOU SOUTHERS! THIS IS ROGUE TROOPER... BRING URGENT NEWS FROM MILLI-COM!

WHAT DO YOU THINK, CAPTAIN?

COULD BE A NORT TRICK, GENERAL.

THE NORTS IN THE PURSUIT FORCE HAD ALSO CALLED TO THEIR SIDE'S TRENCHES.

THIS SMELLS OF SOUTHER TREACHERY, SIR.

NO. THOSE MEN ARE FROM THE KASHAN LEGION—I TRUST THEM!









TOMB OF TERROR LATECOMERS SECTION



To start the game this week, all you need are: two dice, a pencil and paper, and to read the rules summary below.



YOU are Slaine, the Warped Warrior who fights with a deadly leyser sword. YOU are leading a group of adventurers into the Dark God's tomb, in a desperate bid to kill the unspeakable horror within.

The object of the game is to *gain* warp points by killing the monsters guarding the tomb and, finally, the Dark God himself. Complete your group's warp rating below.

SLAINE & ADVENTURERS 69



Roll two dice and add
the score to the above

YOUR GROUP'S
WARPRATING: _____

COMBAT

The rules for fighting the monsters are as follows...

1) Roll two dice for your group. Add **ONE** to the total each time you throw. (This is because you're using a leyser sword).

2) Roll two dice for the monster.

3) If you have the higher score, you have wounded the monster. Deduct the difference in your scores from the monster's warp rating.

4) If the monster has the higher score, he has wounded you. Deduct the difference in your scores from your group warp rating.

5) Continue until the monster (or you) have no points left—e.g. are dead.

6) Add the monster's *original* warp rating to your own. This is your 'prize' for experience gained.



COUNTDOWN TO TERROR

You now have just **six hours** to find and kill the Dark God. You will need the clock above to keep a record of time passing. The wrong decisions will often cost you **extra time**.

If you fill in the whole of the clock **before** reaching the Dark God, you have run out of time. Grimmismal has awoken and laid waste to the Earth. Your quest has failed!

Now read this week's episode of Slaine, written by your faithful dwarf, Ukko, then return to *Tomb Of Terror* part three, the section marked "This Week".

Warning! Enter this free competition at your peril



ANNE BOLEYN



HEAD OF CHARLES I



DRACULA



BOADICEA



THOMAS MORE'S DAUGHTER



JOHN GERRARD



FRANKENSTEIN'S MONSTER



MORGAN LE FAY



THE RACK

1st prize £30.00 PLUS 2 Free tickets to The London Dungeon and a T-shirt
2nd prize £15.00 PLUS 2 Free tickets to The London Dungeon and a T-shirt
3rd prize £10.00 PLUS 2 Free tickets to The London Dungeon and a T-shirt
 12 runners-up prizes of 2 FREE tickets to the London Dungeon and a London Dungeon Mug.

HOW TO ENTER

Two of the exhibits shown above are NOT featured at The London Dungeon. WHICH ARE THEY?? The above photographs (except two) were taken at The London Dungeon the world's most bizarre historical exhibition, which is set in vast dark vaults below London Bridge Station.

To enter this exciting FREE competition, all you have to do is to tell us which photographs are the 'odd ones out'. When you have made your choice, describe The London Dungeon in not more than 15 words. Cut the coupon and send it to the address indicated below TO ARRIVE NO LATER THAN JANUARY 31 1988

Name _____

Address _____

The Odd ones out are: _____

Signature _____ (Parent/Guardian if under 16)

Now complete the following sentence (no more than 15 words)

The London Dungeon is _____

RULES

1. This competition is open to residents of the United Kingdom, except the employees, agents of this comic, London Dungeon or anyone connected with the organisation of this competition or their respective families.
2. The judges decision is final and no correspondence will be entered into.
3. Proof of posting is not accepted as proof of receipt. No responsibility will be accepted for lost, damaged or delayed entries. Mutilated, illegible or late entries will be disqualified.
4. The winners will be notified by post.
5. All entries will be the copyright of The London Dungeon and none will be returned.
6. Closing date for the receipt of entries as indicated.
7. It is a condition of entry that competitors agree to be bound by the rules.

The Ballad Of
HALO JONES

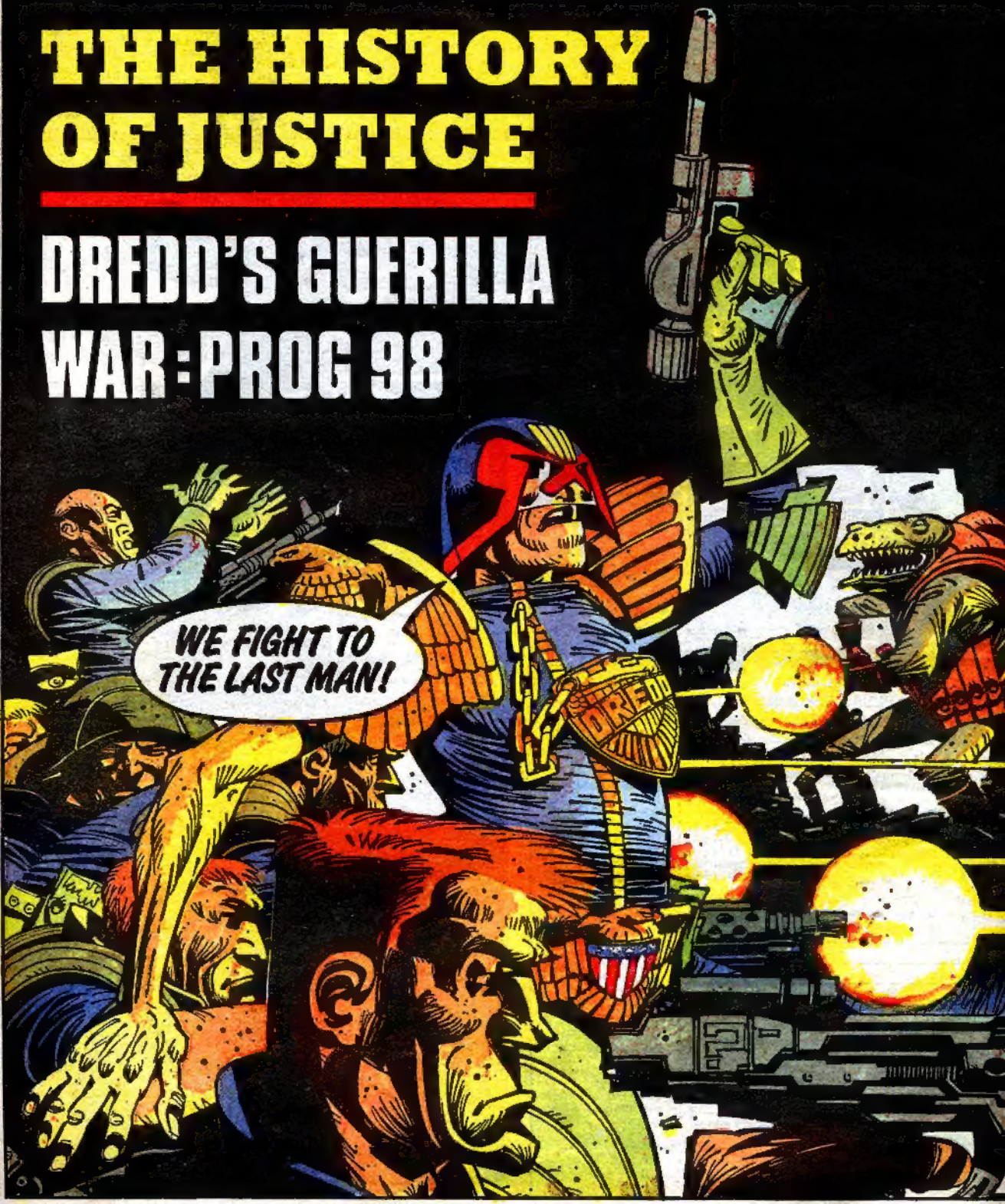
Coming Soon...

The London Dungeon

28/34 Tooley Street,
London SE1.
Open 10am every day
including Sundays.

THE HISTORY OF JUSTICE

DREDD'S GUERRILLA
WAR: PROG 98



A Grim Reaper Scan

